Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY TOTAL CLAIMS . **RATE** FEE RATE FEE **FOR BASIC FEE** NUMBER FILED NUMBER EXTRA 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS (minus 20≃ X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X86= X43= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR-TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** OR SMALL ENTITY (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER PRESENT TIONAL RATE **RATE** TIONAL **AFTER** PREVIOUSLY **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL

		(Ooldinii 1)		(Oolullii 2)	(Coldinii 3)
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT	·	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	**	=
	Ind pendent	*	Minus	***	=
	FIRST PRESE				

(Column 1)

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	X\$ 9=		OR	X\$18=	·
	X43=	,	OR	X86=	
	+145=		OR	+290=	
A	TOTAL DDIT. FEE				

ADDIT. FEE

ADDIT. FEE

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

(Column: 2)

(Column 3)